Mission 1
Arkangelsk

# Part 3 RUNWAY

**Only one escape route from the chemical warfare facility offers any hope for success: the runway. But even this utilitarian airfield is being heavily defended. In addition to armed guards on patrol, you'll face a rain of fire from three gun emplacements and a missile battery. Fortunately, you'll find plenty of ordnance to help you fight back, like a well-armed Soviet tank.**

## BRIEFING

I won't lie to you—getting out of the chemical weapon complex could be dicey. Our intelligence indicates that a single engine plane is always kept on hand but that the ignition key is kept under guard in a bunker at the end of the airstrip. Recent satellite photos have revealed a Soviet tank parked near the loading dock. Use it to destroy the three gun emplacements and the missile battery so you don't get shot down. If you manage that, you should be able to make one of your typically death-defying escapes and be back in London in time for tea.

## Preflight Check

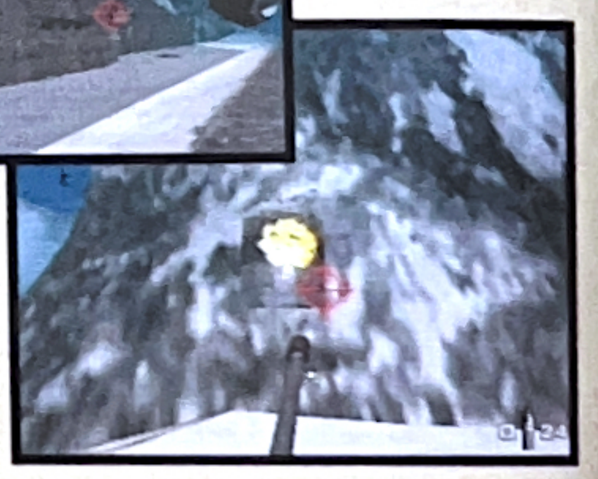
Drive the tank on the right side of the runway and hit the guard, then angle to the left and target the guards on that side. As you approach the first gun emplacement, switch to the tank's main gun. Pivot and blast the missile battery, then head down the left side to take out the two remaining guns.

## 1 FIND THE PLANE IGNITION KEY

Outside the facility, to the left, is the bunker containing the plane key. Grab the grenades outside the bunker, go inside, and lob a grenade into the alcove containing the guards. The plane key, slightly singed, will be yours for the taking.

## 2 DESTROY THE HEAVY GUN EMPLACEMENTS

One well-aimed shell from the tank's main gun will destroy a gun emplacement. Stay on the left side of the runway so that just one gun can be aimed at you and blast the guns on the left side as you approach them. Finally, pivot and shell the final gun position.



## 3 DESTROY THE MISSILE BATTERY

The third objective in the Secret Agent level is to take out the missile battery. You can do this using the tank or the timed mines. The tank is your best bet. Aim a bit low, at the roof of the missile tower, rather than at the battery itself.

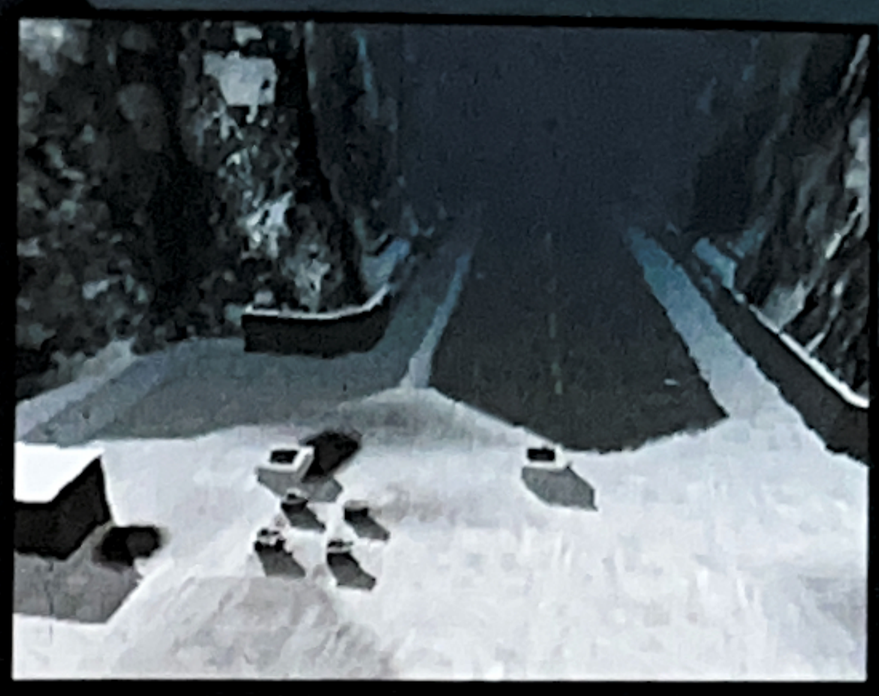
## 4 ESCAPE IN THE PLANE

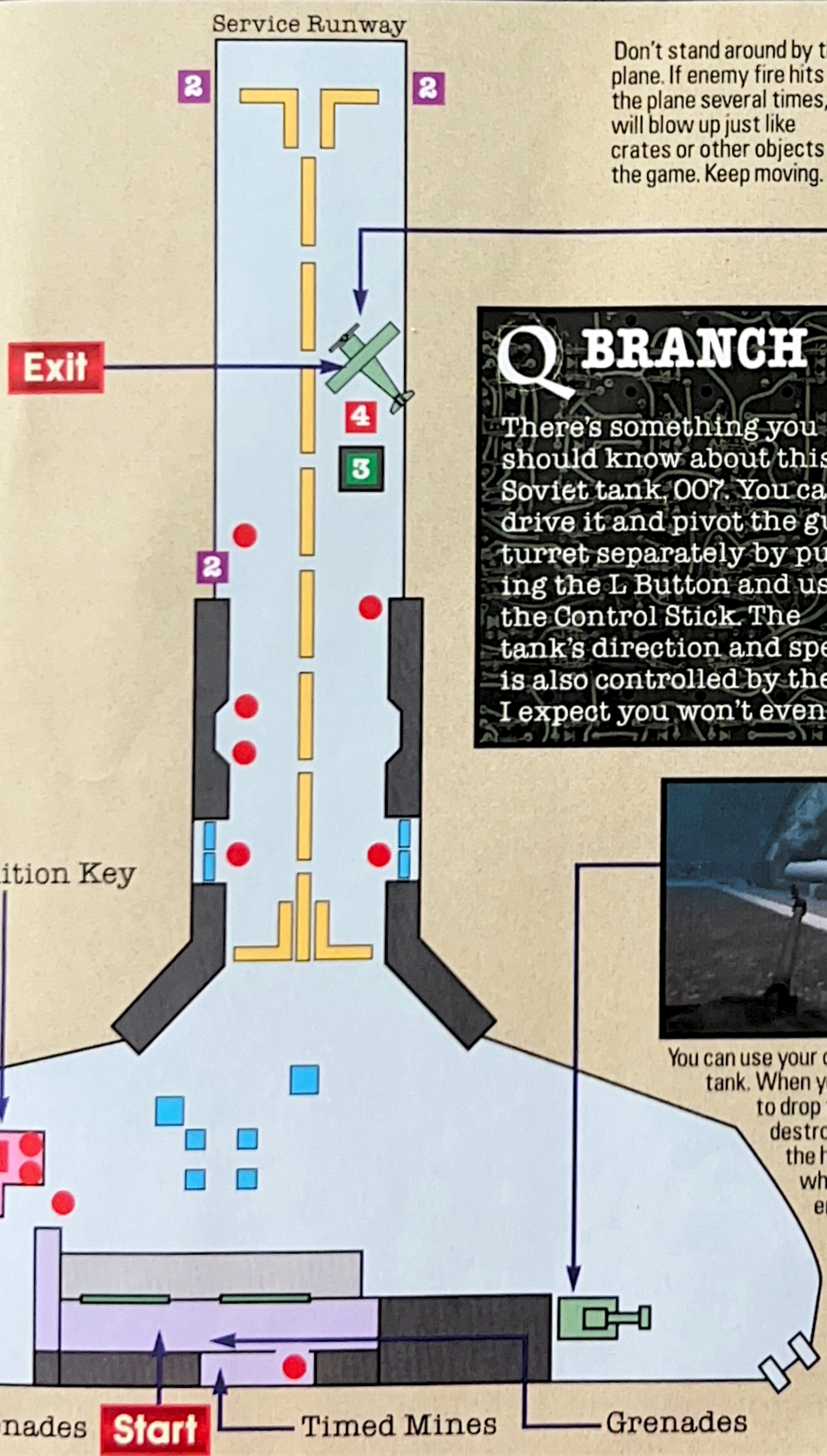
This objective ends mission one, no matter which game level you are playing. When you reach the plane, go up to the door and push the B Button. You'll climb in automatically and fly away.

# RUNWAY OBJECTIVES

**Agent** | **Secret Agent** | **00 Agent**

1. Find the Plane Ignition Key
2. Destroy the Heavy Gun Emplacements
3. Destroy the Missile Battery
4. Escape in the Plane

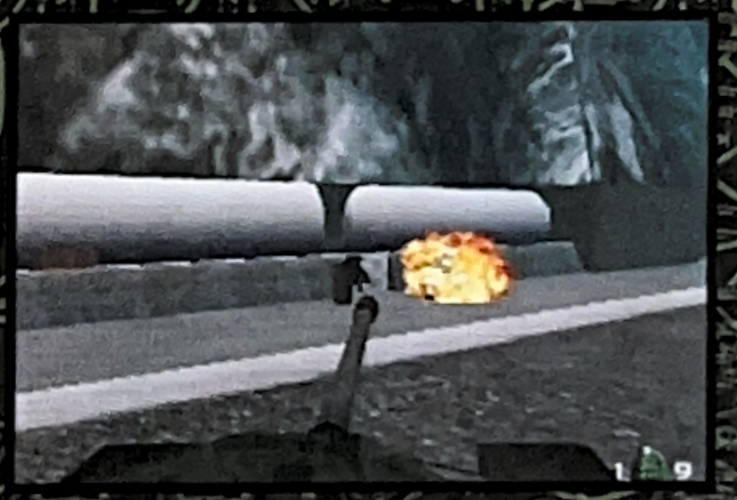





Don't stand around by the plane. If enemy fire hits the plane several times, it will blow up just like crates or other objects in the game. Keep moving.

## Q BRANCH

There's something you should know about this Soviet tank, 007. You can drive it and pivot the gun turret separately by pushing the L Button and using the Control Stick. The tank's direction and speed is also controlled by the Stick. Since it's not one of ours, I expect you won't even leave a scratch on it.



You can use your own weapons, like the KF7, or the gun turret on the tank. When you first drive on the tarmac, use the sights on the KF7 to drop the guards, then switch to the tank gun in order to destroy the emplacements. Minimize the angle of fire from the heavy guns by staying on the left side of the runway while pivoting to shoot the missile battery and single gun emplacement on the right side.